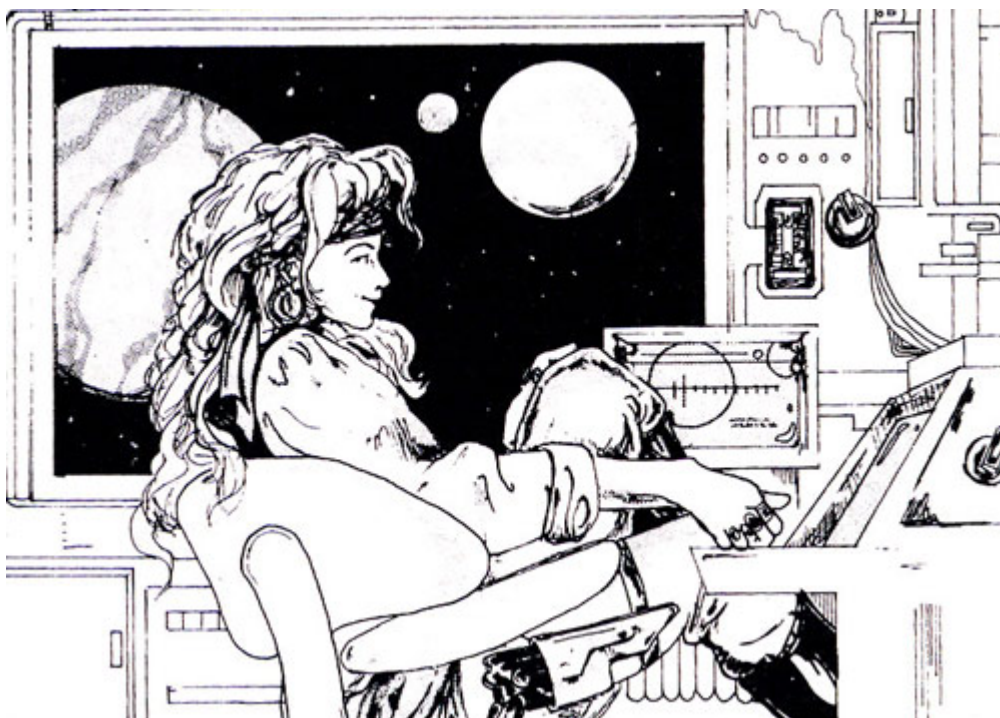


Smuggler's Log: Lorana's Labyrinth

Some of you out there have heard of the legendary entrepreneur (or smuggler, as some choose to call us) Platt Okeefe. If you haven't, then I'm surprised. I've been causing trouble for the Imperials, running legal and not so legal cargoes, and generally getting into trouble all over the known galaxy. All in a day's work, I say.

I've always loved space travel. When I was a kid, I used to hang out at the Brentaal spaceport, near the docking bays, and watch the freighters land and take off. On my twelfth birthday I ran away and signed on as a cabin steward aboard a Sullustan starliner.

I later joined a tramp freighter crew plying the Anarid Cluster. Since then I've gone through different ships like clothing goes through styles. When the Rebellion began, I helped several Sullustans (seven brothers and sisters of the Suulien family) escape their planet's tyrannical government, and they've been helping me out ever since. I've crashed on a few planets, and had the Empire chase me out of many more. But all along, I've remembered everything I could about starports and have been kept up to date on new developments through my network of contacts.



Being a smuggler isn't easy. You have to know the ins and outs of running the Rampa Rapids, or how to handle an Imperial customs inspection without losing your cool, your cargo and your life. I've been plying the freighter lanes for years now (I won't say exactly how many), and along the way I've learned my trade the hard way; through failure. So I thought I'd share some of my knowledge about the galaxy (at least the parts smugglers visit) so others can successfully find their fortunes among the stars. *"Whenever you've got trouble following you, duck into a dive."* -- Platt Okeefe

Lorana's Labyrinth

Kelada is an industrial planet which produces components for Imperial walkers. The Empire is desperately trying to maintain its power on the planet in the face of growing opposition from the Alliance ... which makes Kelada starport ripe territory for opportunistic smugglers.

Nestled among the warehouses and docking bays of Kelada starport is Lorana's Labyrinth, a popular dive with spacers, merchants and the local city-dwellers. The windowless facades of the three separate entrances aren't too large or ornate, and a simple glowing sign over each door proclaims the dive's name. But inside it seems to stretch infinitely into the building. The walls are mirrored to give the illusion that the dive has



greater depth. The mirrors can also confuse patrons who believe the mirrored sections to be different parts of the bar -- at least until they see their own reflections there. In the afternoons and evenings the place is packed with spacers and local workers retreating from the polluted starport streets.

But the most interesting feature of the club is the bar itself, which stretches around the irregular edges of the interior, sometimes even extending out into the center. There are no tables, just raised, bar-like sections with stools in the middle of the room. The bar forms a maze which is challenging to navigate because of its size, the mirrored walls and the crowds.

Lorana's is usually dimly lit and filled with the sounds of chattering patrons and an occasional lousy band wailing from a stage alcove. Several beings tend various sections of the bar, each wearing silver-foiled aprons. Although the bartenders often provide good conversation as well as helpful information (if given the proper incentive), they rarely tell patrons how to navigate through or out of the bar.

ADDENDUM/PERSONAL; OKEEFE, PLATT: *Lorana's Labyrinth is a great place for smugglers because you can get lost easily. Somebody tailing you? Pop into the Labyrinth and lose them in the crowd and the maze. If you see someone inside you're trying to avoid, just navigate the maze around them. But be careful; if you lose your way, you could find yourself facing your foes.*

When the Labyrinth first opened, the Imperials raided it often to try to capture smugglers and wanted criminals. Everyone slipped through their fingers. They closed it down only once, but then they realized they weren't catching anybody. Now the Empire is more subtle, sending its agents there to pick up information and occasionally sending in a patrol of stormtroopers to remind everybody just who's running the planet.

Lorana, the owner, has a soft spot in her heart for smugglers, and while she won't offer free drinks, she is a good source of information about Kelada and the Anarid Cluster. She also has several trap doors and secret panels she uses to help her friends escape when they need an exit other than the three entrances to the Labyrinth. Trust me; I've used them on more than one occasion.

This first appeared as a column in Star Wars Adventure Journal #1, published in 1994 by West End Games. It was written by Peter Schweighofer.